

Wall of Flames

Marking a line in the sand, the Master of Words calls into being a blazing wall of fire. The wall must be a straight line, placed anywhere within 3" of the caster, and is 1" long for each point of the caster's Arcane Rating. The wall is 2" high and blocks line-of sight for man-sized models. The wall cannot be placed on models. Models must make a Discipline Test in order to attempt to move through the wall. Any model that moves into or through the wall suffers an immediate attack. The caster rolls an Arcane Test against each model. Success indicates that the model suffers 1 wound, with no Armor Save.

Test:	Arcane vs. Arcane
Range:	3" line-of-sight
Duration:	1-10 turns
Cost:	3 Spell Points

Sulfurous Fissures

With a shudder, small fissures crack the earth beneath the feet of an enemy unit, and from these fissures rises a thick yellow smoke reeking of sulfur. The smoke burns the eyes, clogs the nostrils, and chokes the throats of those caught in it. The spell affects the ground beneath 1 unit or Character. On the target's next Activation Phase, it suffers a penalty of -1" to Move Value; and -1 to its Attack, Defend, and Missile Rating. Sulfurous Fissures lasts until the target moves off the area of ground it stands upon. Sulfurous Fissures can not be cast on a target that is in melee combat.

Test:	None
Range:	24" line-of-sight
Duration:	Special
Cost:	1 Spell Point

Arrows Ablaze

As arrows or javelins arc through the air toward their target, their shafts burst into blue flames that burn with an infernal heat. The spell is cast upon a unit of archers, and the Damage Modifier of their next volley of arrows or javelins is increased by 2. Only missiles with wooden shafts (arrows, javelins, and spears, but not sling stones) can be affected. Also, this spell can be used to ignite foliage or other combustible terrain. The unit must target the terrain as it would an enemy. For each successful hit, a 1" square area is considered hit and set ablaze. The fire burns for 1-10 Turns, and when the fire burns out, the terrain is considered destroyed. Timely use of Cloudburst or Lord of Storms could extinguish the flames, if used before the spell has run its course.

Test:	None
Range:	12" line-of-sight
Duration:	Affected unit's next Activation Phase
Cost:	2 Spell Points

The Smoky Shield

Streams of indigo smoke seep from the fingers of the Master c Words and coalesce into a swirling cloud around the target. The cloud will engulf any missile cast at the target and may render it harmless. The Smoky Shield may only be used on a Character, and the affected Character gains a +2 to his Armor Rating against all missile attacks. The Master of Words may use The Smoky Shield upon himself.

Test:	None
Range:	12" line-of-sight
Duration:	Battle
Cost:	2 Spell Points

A Fiery Aspect

The face of the Master of Words undergoes a horrible transformation. Gouts of blue fire blast from his mouth and nostrils, and his hair becomes a fiery nimbus around his head. When the Master of Words is attacked in melee combat, the weird fires that surround him may scorch the attacker. After each attack is resolved, the Master of Words makes an Arcane Test against the attacker. If the Arcane Test is successful, the attacking model is burned and takes 1 wound. This wound is suffered even if the attack has killed the Master of Words. Attackers with more than one attack should resolve each of their attacks separately, one at a time. The Master of Words can only cast this spell on himself, normally before moving into combat, and the effects last for the full duration of the Master of Word's next melee combat.

Test:	Arcane vs. Arcane
Range:	Base-to-base contact
Duration:	Next melee combat.
Cost:	2 Spell Points

Vaporous Ground

Below the feet of the affected unit, the air becomes firm and solid as granite, and they are able to march slightly above the ground, as if they tread upon some invisible bridge or road. The affected unit is able to move over any terrain (including water) without penalty. The affected unit is not able to cross walls or other tall terrain pieces more than 1" high. This spell cannot be used in conjunction with The Land's Favor. Also, the affected unit is immune to spells such as Earth Tremor, The Land's Despite and Spiky Ground, as well as the Harbinger of P'tahpower, Earthquake.

Test:	None
Range:	12" line-of-sight
Duration:	2 Turns
Cost:	2 Spell Points

The Wind's Howl

The Master of Words causes a mighty whirlwind to come howling into existence. Sands, loose dirt, and small debris are kicked up into the air and spun around with great force, stinging the flesh of those caught in the winds. The caster must be able to see the location where the whirlwind, which has a radius of 3", is to be centered. A die is used to mark the center, the number indicating the Turns remaining. Units passing through the windstorm are -1" to their Movement Value. The range of missiles passing through the area affected is -2", and the range penalty for missile fire through the area is +2. It is impossible for creatures to fly into or through the whirlwind. Flyers who are caught in the windstorm are immediately forced out to the nearest edge.

Test:	None
Range:	24" line-of-sight
Duration:	1-10 Turns
Cost:	2 Spell Points

A Favorable Gale

A strong, steady gale is caused to blow from behind a unit of archers or stingers, carrying their missiles upon the wind. The maximum range of their missiles is increased by 1-10". The die roll must be made after the archer's target has been declared. A Favorable Gale does not affect the range or difficulties of targets at short or medium range, it simply extends the maximum long range of the missiles.

Test:	None
Range:	12" line-of-sight
Duration:	Affected unit's next Activation Phase
Cost:	1 Spell Point

Earth's Farewell

The Master of Words is raised into the air, as if plucked from the ground by the invisible hands of Amun. The Master of Words is able to fly, up to a maximum distance of 24". By flying, he may avoid linear obstacles and enemy troops on the ground. At the end of his Activation Phase, the Master of Words is lowered gently to the ground. The Master of Words may make a Swooping Attack against a target on the ground or in the air. This spell can only be cast upon the Master of Words himself.

Test: None
Range: 24" line-of-sight
Duration: 1 Turn
Cost: 2 Spell Points

Ephemeral Chains

Ropy tendrils of dull gray mist coil about the target. Though insubstantial, the tendrils feel as heavy as chains of lead, and cause the target to be lowered to the ground unable to fly. Other than preventing a unit or model from flying, this spell has no effect on movement.

Test: Arcane vs. Arcane
Range: 24" line-of-sight
Duration: 1-10 Turns
Cost: 1 Spell Point

Wind Gust

The Master of Words points his staff at an enemy and calls up a great blast of hot, desert wind against him. Wind Gust targets either a single unit or a Character. If the Master of Words wins the Arcane Test, the target is pushed back 1-10 inches (determined randomly), directly away from him. The target cannot be pushed through other models or hard terrain features such as columns or walls—they will stop when they come into contact. At the end of the push, the target must make a Discipline Save. If the target is a unit, a failed Save means the unit has been blown out of formation, losing its Command Counter, if any, and is now considered Disordered. If the target is a Character, a failed save means that the Character was knocked down and loses its Command Counter, if any.

Test: Arcane vs. Arcane
Range: 12" line-of-sight
Duration: Instant
Cost: 3 Spell Points

Hailstorm

After stingers unleash their missiles, their sling stones become encrusted with hard ice. By the time they have passed the apex of their arc through the air, they are nearly doubled in size. For the affected unit, the Damage Modifier of their slings is + 2, but their Range Penalty is + 2 due to the increased weight of their missiles.

Test: None
Range: 12" line-of-sight
Duration: Affected unit's next Activation Phase
Cost: 2 Spell Points

Mystical Corrosion

The weapons and armor of the target corrode and become frail, as if aged a thousand years. The Armor Rating of metal armor worn by the target is -2, and the target's melee weapons suffer a penalty of -1 to their Damage Modifier. Mystical Corrosion can be used against either a Character or a unit, but does not affect magical weapons and armor or the effects of Amulets. If the spell is cast upon a single Character, the cost is 1 Spell Point. If the spell is cast upon a unit, the cost is 2 Spell Points.

Test: Arcane vs. Arcane
Range: 12" line-of-sight
Duration: Battle
Cost: 1 or 2 Spell Points (see above)

Cloudburst

Ominous thunderheads rush across the sky to gather above the battlefield. The eldritch storm clouds, crackling with lightning and rumbling with thunder, unleash a brief but furious torrent of rain. The rains come down with force of pounding fists. All missile fire for the remainder of the Turn is at a -2 penalty. While the rains fall for only a short while, they are powerful enough to extinguish all fires on the battlefield, including magical ones. The Master of Words makes an Arcane Test against the caster of any ongoing firebased powers or spells (including Arrows Ablaze, Wall of Flames, Sulfurous Fissures, and A Fiery Aspect). A successful test means the fire is extinguished, its magic dispelled. Natural fires are automatically extinguished by this spell.

Test: (special)
Range: Affects entire battlefield
Duration: Turn
Cost: 2 Spell Points

Spiky Ground

Long spikes of stone, sharp as daggers, stab upward from beneath the ground, covering an area with a carpet of death. The Master of Words must be able to see the center of the affected area, the spikes of which cover the ground in a 3" radius circle. Any model that attempts to move into or through the area risks injury or death. Each time a model attempts to move through, the Master of Words makes an Arcane Test against the model's Defend Rating. A success means the model loses 1 Wound Point. The model can only attempt an Armor Save if it is wearing magical armor or Amulets of Ptah. The model never receives a bonus for a shield. Spiky Ground cannot be cast upon an area that is already occupied by any model. The To-tanem, and their Stone Colossi, are unaffected by Spiky Ground.

Test: Arcane vs. Defend
Range: 12" line-of-sight
Duration: Battle
Cost: 3 Spell Points

Earth Tremor

The Master of Words utters a thundering Word of Power, while striking his staff to the ground, and causes a powerful quake which shudders the earth and shatters stones. If the target has an unplayed Command Counter, the Master of Words makes an Arcane Test against the target's Discipline Rating. Failure means the Command Counter is removed and the target loses its action for the Turn. If the target is a unit with no Command Counter, it must make a Discipline Save, or be Disordered. Earth Tremor does not affect a Character that has already taken its Activation Phase. This power cannot be used on targets engaged in melee combat, and has no effect on the To-tanem.

Test: Arcane vs. Discipline
Range: 12" line-of-sight
Duration: Instant
Cost: 3 Spell Points

The Land's Favor

When the Master of Words casts this spell, the ground itself seems to side with him and his Harbinger's warband. The target moves more swiftly, as if the earth itself was shifting to aid his movement. The target's Move Value is increased by +2 inches for 1-10 Turns, or until the target is engaged in melee combat. If the spell is cast upon a single Character, the cost is 2 Spell Points. If the spell is cast upon a unit, the cost is 3 Spell Points.

Test: None
Range: 12" line-of-sight
Duration: 1-10 turns
Cost: 2 Spell Points/ 3 for a unit

Far-Seeing Eyes

The eyes of the target are gifted with extra-ordinary clarity and perception, and he can see through the haze and dust of the battlefield. Far-Seeing Eyes can only be cast upon a single Sorcerer or Harbinger, and may be cast upon the Master of Words himself. On the target's next Activation Phase, it can use one of its spells or powers with its effective Range doubled. The extended range may not be used on missile weapons or on the effects of magical items.

Test: None
Range: 24" line-of-sight
Duration: Target's next Activation Phase
Cost: 2 Spell Points

The Land's Despite

When the Master of Words casts this spell, the ground itself seems to oppose his adversaries. The target of this spell struggles to move, as if the earth itself was shifting below his feet to impede his movement. The target's Move Value is decreased by -2 inches for 1-10 Turns, or until the target is engaged in melee combat. If the spell is cast upon a single Character, the cost is 2 Spell Points. If the spell is cast upon a unit, the cost is 3 Spell Points.

Test: Arcane vs. Arcane
Range: 24" line-of-sight
Duration: 1-10 Turns
Cost: 2 Spell Points/ 3 for a unit

Player's Choice

Hex

By calling upon dark forbidden powers and eating the heart of a Priest of Amun, the Witch Master places a curse upon the head of his enemy. The Witch can target a single Character, turning fate against him. The Witch must make an Arcane Test against the model. If successful, the model suffers a penalty of -1 to all Saves. The Hex lasts for the remainder of the battle or until the death of the Witch Master. Hex can be attempted only once per model.

Test: Arcane vs. Arcane
Range: 24" line-of-sight
Duration: Battle
Cost: 1 Spell Point

Spectral Hand

The Witch Master summons a giant glowing green and purple hand that floats disembodied in the air before him, that mimics the actions of his own hand. With this spectral hand, he can crush and claw his enemies. The spectral hand is placed in front of the Witch Master and may immediately move. It has the following Profile:

Spectral Hand:

Mv	Wnd	NrA	Att	Def	Mis	Arc	Disc
12	2	1	6	3	-	5	2

The hand is immediately given a Command Counter and thereafter fights and moves as any other unit-but only on the Witch Master's Activation Phase. The hand's counter is overturned at the same time as the Witch Master's. The hand remains in the battle until it is either destroyed or the Witch Master moves or casts another spell. The Hand floats at ground level, and therefore ignores terrain penalties and linear obstacles less than 1" high. Unless the spectral hand is engaged in melee combat, it must always end its Activation Phase within the Witch Master's line-of-sight, or it is dispelled.

Test: None
Range: 24" (special)
Duration: Battle
Cost: 2 Spell Points

Kiss of the Leech

The Witch Master swallows a living blood-leech from the jungles of Stygia, and points his finger at an enemy Sorcerer. The target's magical power begins to drain away, and is absorbed into the Witch Master. The Witch must make an Arcane Test against the target. If successful, the target loses 2 Spell Points, and the Witch Master gains 2 Spell Points. Thus, if the spell is successful, the Witch Master will actually end the Activation Phase with 1 more Spell Point than he began-replenishing the Spell Point spent to cast the spell, and gaining the extra Spell Point.

Test: Arcane vs. Arcane
Range: 24" line-of-sight
Duration: Instant
Cost: 1 Spell Point

Burning Effigy

The Witch Master holds up a doll, fashioned in the image of his intended victim. With a scream of delight, the Witch Master sets fire to the doll-and the victim seems to burst into flames! The flames are not real, but so powerful is the Witch's black sorcery that the target suffers damage nonetheless. The Witch Master must make an Arcane Test against the target. If successful, the target suffers a wound and must make a Rout Save or flee, screaming in agony. There is no Armor Save against Burning Effigy. Burning Effigy can only be used against Characters.

Test: Arcane vs. Arcane
Range: 24" line-of-sight
Duration: Instant
Cost: 2 Spell Points

The Curse of Maniacal Laughter

With perverse glee, the Witch Master tickles the putrefied heart of a hyena and speaks the obscene words of this spell. The victim is brought to his knees, laughing maniacally. The Witch Master makes an Arcane Test against the target. If successful, the target begins to laugh uncontrollably, and suffers -2 for all Tests. If the target is a Sorcerer, he cannot cast spells while laughing. If he has an unplayed Cast a Spell Command Counter, it is removed. In the histories of the Scribes, many Masters of Words have met their doom under the curse, laughing at their own fate. The Curse of Maniacal Laughter lasts until the Witch Master is killed, or the victim succeeds in a Arcane Save. The Save roll is made at the beginning of the target's Activation Phase. If successful, the target can perform his actions unhindered; otherwise, the target continues to suffer the effects, and can cast no spells. The curse may be attempted on a specific target only once per battle.

Test: Arcane vs. Arcane
Range: 24" line-of-sight
Duration: Until Resisted
Cost: 2 Spell Points
Damage Modifier: 2

Pythonic Transformation

With the rattle of a string hung with a serpent's fangs, the Witch Master causes a foe's weapon to transform into an angry python. The target must be equipped with a melee weapon of some kind. The python will then attempt to enwrap the target in its coils. If the weapon is magical, the target can make an Arcane Save to resist the effects when the spell is first cast. If successful, the target's weapon is unaffected. If the python makes a successful Melee against its target, the target is not wounded, but instead held. If the first attack is unsuccessful, the spell has failed and the n is unaffected. Until the python is killed, the target is unable take any action other than attacking the python with his natural weaponry. If the python is killed, the weapon reverts to its natural. The python's profile is:

Mv	Wnd	NrA	Att	Def	Mis	Arc	Disc
3	2	1	3	3	-	5	2

Test: Melee (python vs. target)
Range: 24" line-of-sight
Duration: Until killed
Cost: 2 Spell Points

Quiver of Vipers

By scattering a bundle of sticks with a viper's skull affixed to their tip, the Witch Master transforms arrows into poisonous serpents, which can be fired upon the enemy. The spell is cast upon a unit of archers in the Witch Master's warband within 12", and the archers may shoot a volley of vipers during the next Activation Phase that they fire. The missile attack is conducted normally, hits are resolved, and casualties are removed. Each missed arrow then slithers to the attack, and makes an immediate melee attack (Attack Rating 2, no Damage Modifier) against the target. The vipers then slither away.

Test: None
Range: 12" line-of-sight
Duration: Affected unit's next Fire Activation Phase
Cost: 2 Spell Points

Feast of Carrion

The Witch Master flings a handful of vulture bones and putrid meat into the air, crying out to his winged kindred, the vultures. At the beginning of the next Turn, a flock of three vultures appears in the center of a random table edge, swooping in to attack the Witch Master's enemies with their beaks and claws. The vultures are treated as a unit, and are issued a Command Counter as normal. The vultures can be called only once per battle; others of their kind will come once the battle is over... to feast upon the dead.

Vultures:

Mv	Wnd	NrA	Att	Def	Mis	Arc	Disc
12	1	1	4	3	-	5	3

May perform Swooping Attack.

Test: None
Range: None
Duration: Battle
Cost: 3 Spell Points

Insidious Dementia

Beating on a drum crafted from an Asar skull and the dried skin of a Typhon, the Witch Master causes a paranoid madness to seep into the minds of his enemies. They believe their own comrades to be their most hated foes. The Witch Master must make a successful Arcane Test against the unit, and if the test is successful, the unit will erupt into vicious fighting amongst themselves. The unit suffers a number of attacks against itself, equal to one half of the number of models in the unit, rounded down. These attacks are carried out immediately upon the unit's next Activation Phase, and after the attack the unit is considered Disordered.

This spell cannot be used on Characters, although it can affect units with an attached Character. If there is a Character attached to the targeted unit, not only must the Witch Master make a successful Arcane Test against the unit, but the Character can then attempt to prevent the unit from attacking itself by making an immediate Discipline Save. If the Character successfully prevents the unit from attacking allies, the unit maintains order, and is unaffected. Insidious Dementia can only be attempted once per unit per battle.

Test: Arcane vs. Arcane
Range: 12" line-of-sight
Duration: Affected unit's next Activation Phase
Cost: 3 Spell Points

A Mundane Masking

By wearing hooded cloaks made from flayed Asar skin, the Witch Master and his Coven take on the appearance of nondescript warriors of another race. The Witch can cast this spell over his entire Coven. A Mundane Masking is cast before the battle begins, and the Spell Points are subtracted from the Witch Master's profile at the start of the game. The disguised Coven must be represented on the tabletop by a unit of models appropriate to their number and disguise, although they may appear to be equipped in any manner. The true identity of the Witch Master's Coven is kept secret to the opposing player, although it must be noted by the Game Master, or else written on a piece of paper before the battle. The Coven may then move and act as normal, safe in their disguise until they Cast a Spell or are engaged in Melee combat. It is by means of this witchery that bands of Nekharu Witches have managed to infiltrate deep into the land of Aegyptus to work their treachery.

Test: None
Range: None
Duration: Special
Cost: 3 Spell Points

A Rotten Stench

As the Necromancer speaks the profane words of this spell, the ribs of Mummies splinter, their breast bones shatter, and their flesh rips. Like the door of an ancient tomb, the chests of the Mummies open wide. Bursting free from within is a yellow smoke stinking of a rotten corpse.

A Rotten Stench can only be cast upon an undead unit: Mummies, Crypt Lords, Abominations and Dark Harbingers. Any model in melee combat with the beneficiary of this spell must make a Discipline Save. If the unit fails, it is -1 to its Attack and Defend Rating for the remainder of the combat. A Rotten Stench lasts until the undead unit is no longer engaged in Melee Combat.

Range: 24" line-of-sight
Test: None
Duration: Special
Cost: 2 Spell Points

A Dark Pall

Inky shadows drip from the heavens and fall on a unit of warriors, seeping into their eyes. While the shadows do not blind the warriors, their vision is blotted by spots of inky darkness, obscuring their sight. This spell affects either a unit or a Character. The Necromancer makes an Arcane Test against the target. If successful, the target cannot shake the shadows from its eyes, and the target's missile weapon Difficulty Rating is moved up one step. Effectively, the Difficulty Rating for short range becomes that for medium, medium becomes long, and long becomes impossible.

Range: 24" line-of-sight
Test: Arcane vs. Arcane
Duration: Battle
Cost: 2 Spell Points

Flesh of Acid

When the Necromancer casts this spell, a mummy is sacrificed. The flesh of the mummy putrefies and falls to the ground in chunks that ooze a corrosive slime. The other members of the undead unit can tear off chunks of the flesh and hurl them at their enemies. The flesh burns like acid, causing terrible wounds to the living.

When the spell is cast, the Necromancer must be in base-to-base contact with the target undead unit (Ghouls, Horde Mummies, and Warrior Mummies), and the unit must have been issued the Hold Command Counter for the Turn. Once the spell is cast, a single member of the unit falls to pieces—1 model is removed from the unit as a casualty. The rest of the unit then picks up these acid-bombs, and can use them later as a missile attack. The attack can be made as a Fire of Opportunity, or the unit must be issued the Fire Command Counter during the Command Phase. The range of the attack is the same as a javelin: Short 4", Medium 8", Long 12".

The target of the attack receives their Armor Save as normal, but Flesh of Acid has a Damage Modifier of 2. The Flesh of Acid creates enough acid-bombs to equip up to 12 warriors, including an attached undead character, if any.

Note, while Ghouls and Horde Mummies cannot normally be equipped with missile weapons, this spell does allow them to make a single missile attack.

Range:	Base-contact
Test:	None
Duration:	Single missile attack
Cost:	3 Spell Points

The Creeping Darkness

An ebon darkness oozes from the Necromancer's mouth, dripping from his chin and flowing to the ground. Once vomited forth by the Necromancer, the darkness forms into a small blob and creeps away from his feet.

The darkness is represented by a circular counter 2" in diameter. It moves away from the Necromancer in a direction of his choosing with a Move Value of 4.

Once the direction is chosen, it is marked and cannot be changed. The darkness is unaffected by terrain penalties and may creep over walls and other linear obstacles. The darkness begins to advance the Turn after the Necromancer casts The Creeping Darkness. It is issued an Advance Command Counter during the Command Phase, and is activated just as any other unit. Any living model (not of the undead) coming into contact with The Creeping Darkness must make a successful Arcane Save. If the model fails, it becomes filled with the chill of oblivion—his lips and extremities turn a pale blue and he falls to the ground shivering with cold and fear. The model is immediately removed from the battle as a casualty. Harbingers are somewhat protected by their divine Ka. They suffer 1 wound by contact (no Armor Save).

The darkness advances its full 4" each turn and continues to advance until it has moved off the edge of the battlefield. The darkness cannot be attacked.

Range:	N/A
Test:	None
Duration:	Special
Cost:	2 Spell Points

The Eater's Tentacle

A purplish tentacle bursts forth from the Necromancer's mouth, lashing out at his foe.

The target of the tentacle's attack must be within 4" of the Necromancer. The tentacle makes a melee attack, using the Necromancer's Arcane Rating as its Attack Rating. A successful hit does 1 wound, and the target may make an Armor Save, as usual. If the tentacle succeeds in killing its target, the unfortunate victim is immediately dragged into base-to-base contact with the Necromancer. There, his soul is devoured. A Character killed by The Eater's Tentacle is forever slain and cannot be saved after the battle via Casualty Buy-Back.

Each soul devoured by The Eater's Tentacle replenishes the Necromancer's Spell Points by 1 point (this is above the cost of the spell), but the Necromancer cannot gain more Spell Points than his Arcane Rating allows. The Spell Point may only be gained by devouring living creatures with a Ka, such as the Children of the Gods, Beasts, Monsters and undead slain by a tentacle offer no benefit.

Range:	4" line-of-sight
Test:	Arcane vs. Defend
Duration:	Instant
Cost:	1 Spell Point

Bloodthirsty Ravens

A murder of ravens descends from the sky and attacks the hapless unit with unholy vehemence. This spell affects either a unit or a Character, but only if they have an unplayed Command Counter. The ravens make a normal Melee Test against the unit, with an Attack Rating of 4. The unit uses the highest Defend Rating of its warriors (if a Character is attached, his Defend Rating is used for the test). If the attack is successful, the unit loses its Command Counter for the Turn.

Range:	24" line-of-sight
Test:	Special
Duration:	Instant
Cost:	2 Spell Points

A Heartless Sacrifice

The Necromancer channels the power of The Eater Of The Dead into a unit of Mummies. The Mummies' bodies bloat and swell until they burst in a gory explosion. The Mummies are shattered into bits of bone and gore that fly through the air at incredible speeds. The exploding Mummies cause 1 Wound Point of damage to any model in base-to-base contact with them. No Test is required to determine if models are struck, but Armor Saves apply to the damage. The exploding Mummies have a Damage Modifier of 2. Once damage is determined, the Mummies are removed from the battlefield. Crypt Lords attached to the unit of Mummies may also be destroyed by this spell, but other Characters are not. The number of mummies affected is determined by rolling 1 die, 1-10. The Necromancer player may choose which mummies are affected by A Heartless Sacrifice, but all of the affected Mummies must be in base-to-base contact with each other.

Range:	24" line-of-sight
Test:	None
Duration:	Instant
Cost:	3 Spell Points

Armor of Carrion

By this spell the Necromancer causes the flesh and sinew of a corpse nearby to horribly twist and squirm, pulling away from the bones and ripping free of the corpse. The raw, bloody strips of carrion slither along the ground and up the target's body, enwrapping it in a blasphemous suit of armor. Armor of Carrion provides its target with +2 Armor Rating. This bonus is in addition to the target's normal Armor Rating. Only a single, man-sized Character can be the target of this spell. The affected Character must be within 3" of a casualty (undead or otherwise) to benefit from this spell.

Range:	12" line-of-sight
Test:	None
Duration:	Battle
Cost:	2 Spell Points

Wall of Bones

The bones of the fallen mummies tear free of their bodies. As if moved by unseen hands, the bones roll and tumble across the battlefield to where the Necromancer commands. Once there, they form themselves into a wall of skulls and vertebrae, ribs and femurs. The wall is shoulder-height (1" on the table), proving Hard Cover for its defenders. The length of the wall depends on the number of Mummies slain in the battle. For each Mummy casualty in the Necromancer's warband, the Necromancer may add 1/2" to the wall's length. For example, if 20 Mummies have been slain, the Necromancer can create a wall 10" long. The wall must be straight, or a rectangular enclosure. If no Mummies have been slain, then this spell has no effect. Since the bones take time to gather, the wall is not placed on the battlefield until the end of the Turn in which the spell is cast.

Range:	12" line-of-sight
Test:	None
Duration:	Battle
Cost:	2 Spell Points

Wings of the Night

The Necromancer's ravens swoop from the heavens, swarming around him. The black-plumed birds take hold of the Necromancer's robes with their sharp talons, and all the while cawing mockingly, they lift him into the air. The ravens fly the Necromancer 12" in any direction, and then exhausted by the strain, lower him to the ground. Even if engaged in melee combat with an enemy, the Necromancer is still moved without suffering a counter-attack or any other hindrance. The raven-born Necromancer suffers no terrain penalties, but cannot move over obstacles greater than 2" high.

Range:	12"
Test:	None
Duration:	Instant
Cost:	2 Spell Points